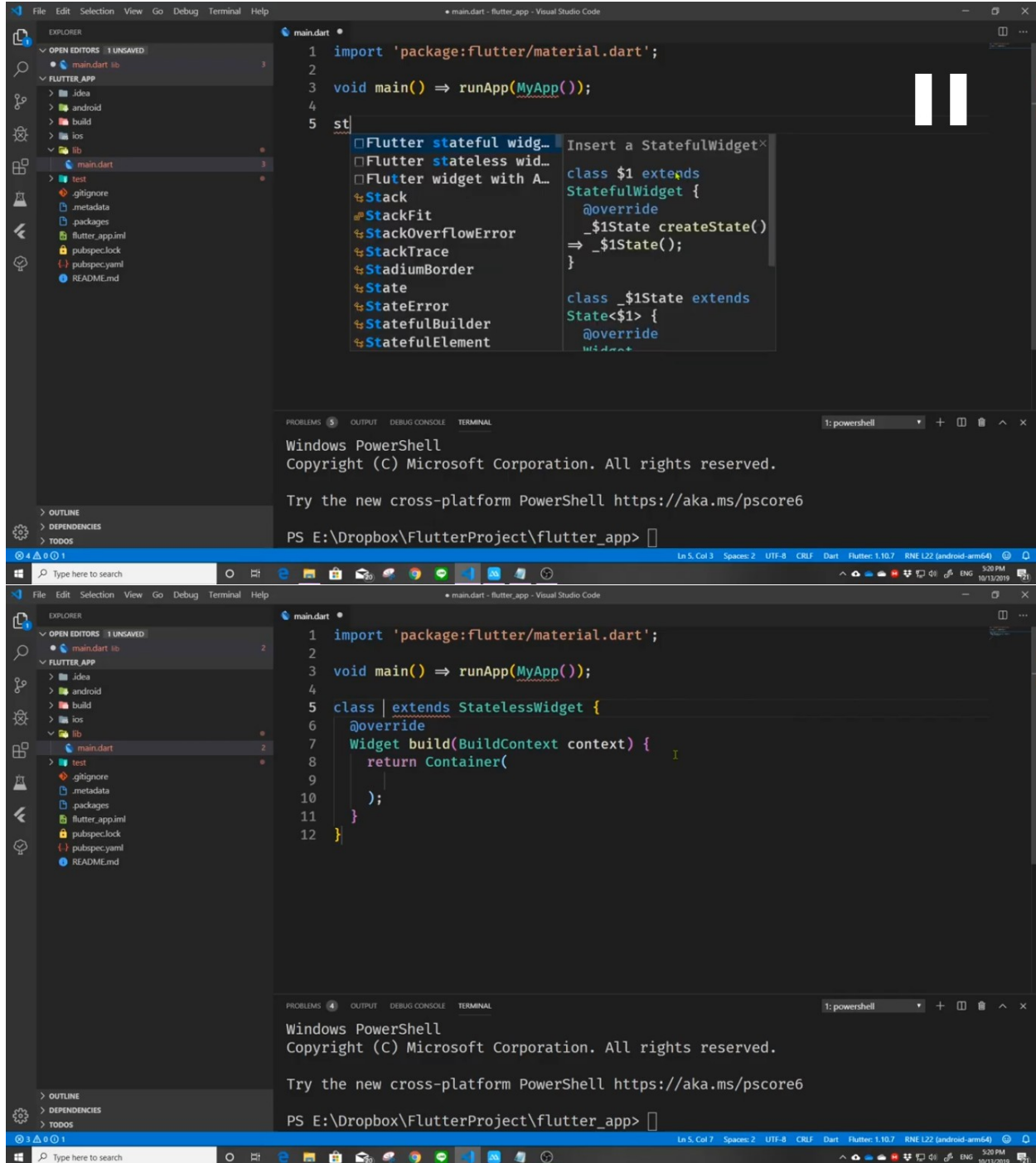
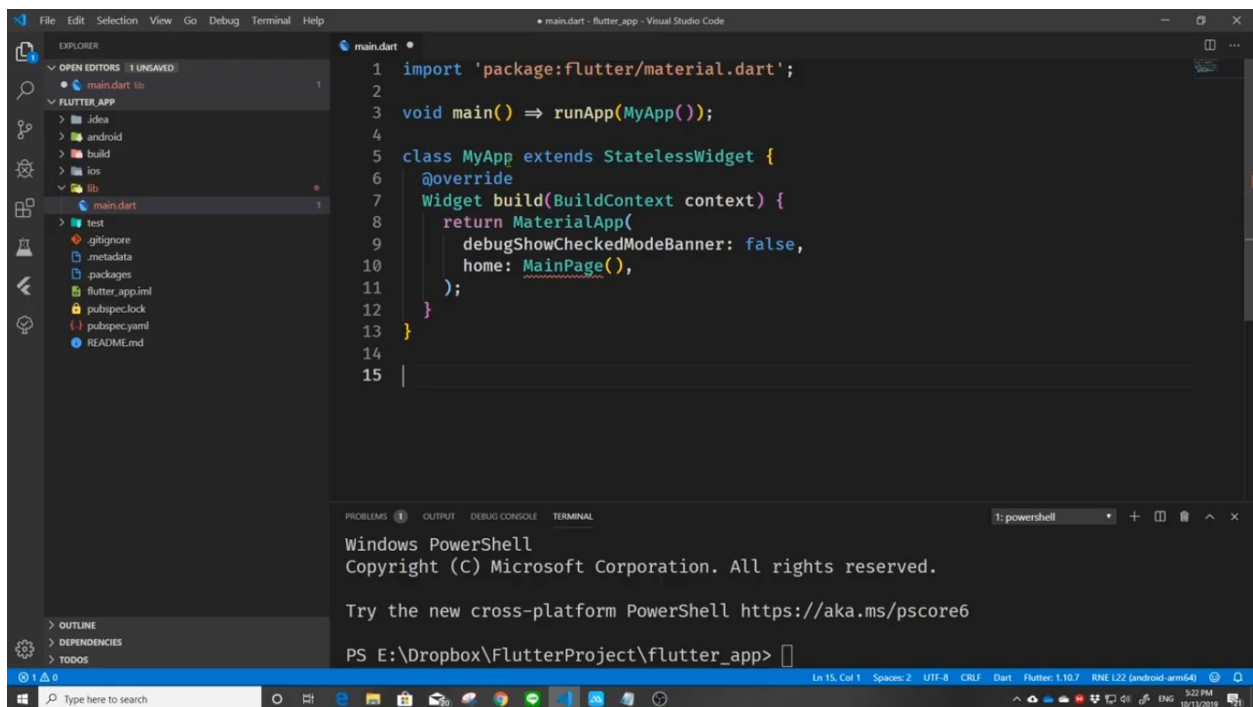


Kali cara membuat snippet dalam vs dgn copdingan flutter kita
Misalkan buat stl maka sudah bisa



Langusng dibuatkan
Bagaiman caranya
Agar mempersingkat lamanya coding
Setelah itu buat material app
Lalu hilangkan bener nya

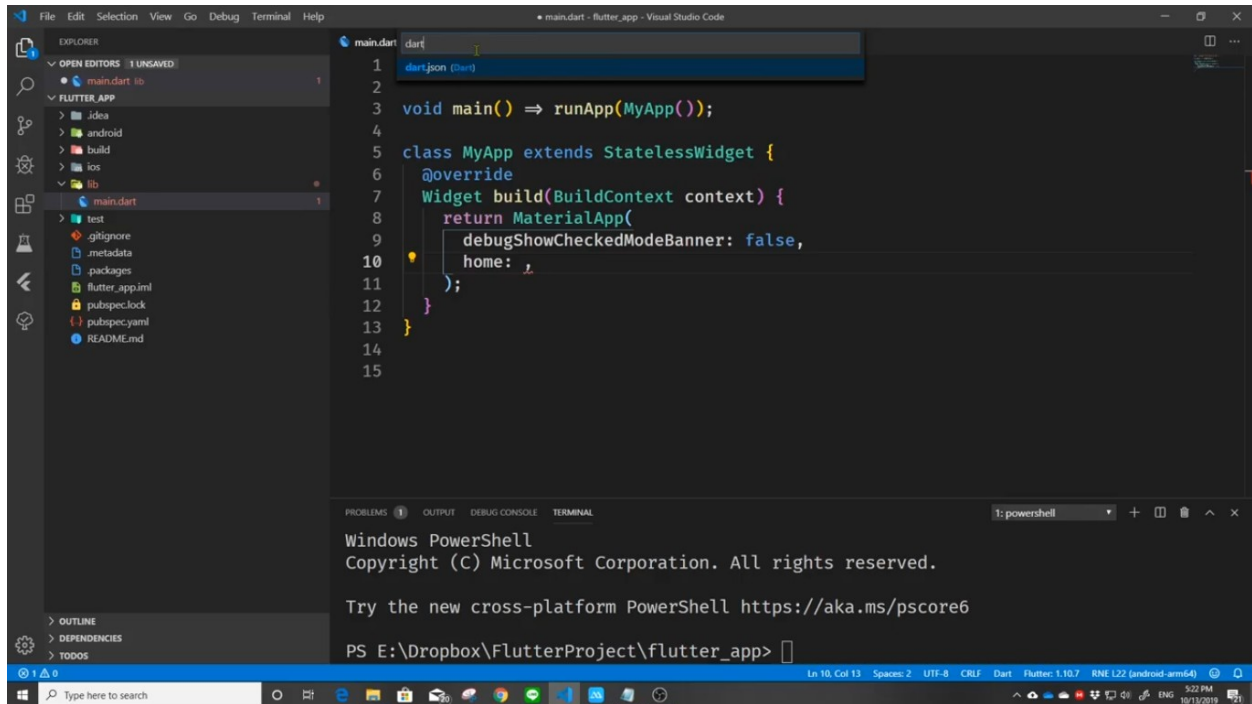
Lalu mainPage
Dan buat class MainPage ke tempatlain



```
1 import 'package:flutter/material.dart';
2
3 void main() => runApp(MyApp());
4
5 class MyApp extends StatelessWidget {
6   @override
7   Widget build(BuildContext context) {
8     return MaterialApp(
9       debugShowCheckedModeBanner: false,
10      home: MainPage(),
11    );
12  }
13 }
14
15
```

Untuk ketik ini semua makan waktu bagaimana cara membuat sni
Punya snipet yg ketik jadi sudah ada material app dan banner nya false
Lalu cursor sudah ada di home
Caranya cukup pergi
Ke preferences lalu
Usersnipet

Pilih dart json



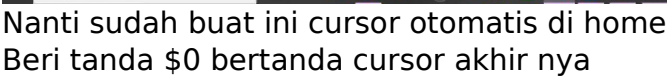
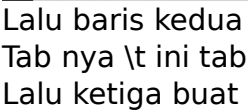
```
1 dart
2 dart.json (Dart)
3 void main() => runApp(MyApp());
4
5 class MyApp extends StatelessWidget {
6   @override
7   Widget build(BuildContext context) {
8     return MaterialApp(
9       debugShowCheckedModeBanner: false,
10      home: ,
11    );
12  }
13 }
14
15
```

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PS E:\Dropbox\FlutterProject\flutter_app>

Buka nanti ada kurng awal {}
Contoh buat snipet stl yg namanya myApp
Seperti tadi yg dibuat
Namanya "" :{
Lalu prefeix namanya ""
Body sesuai yg di ketik divscodenya
Vopy saja tulis ini pertama kali



The screenshot shows the Visual Studio Code editor with the `main.dart` file open. The file contains a JSON snippet for a `Stateless MyApp` widget. The snippet is as follows:

```
1 {
2   "Stateless MyApp":{
3     "prefix": "stateless myapp",
4     "body": [
5       "class MyApp extends StatelessWidget {",
6       "\t@override",
7       "\tWidget build(BuildContext context) {",
8       "\t\treturn MaterialApp(",
9       "\t\t\tdebugShowCheckedModeBanner: false,",
10      "\t\t\ttheme: ThemeData(",
11      "\t\t\t);",
12      "\t}",
13    ]
14  }
15 }
16 }
```

The bottom panel shows the Windows PowerShell terminal with the following text:

```
Windows PowerShell
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PS E:\Dropbox\FlutterProject\flutter_app>
```

Sekarang kembli ke main
Kita coba
Sudah ada

The screenshot shows the Visual Studio Code editor with the `main.dart` file open. The file contains the following code:

```
1 import 'package:flutter/material.dart';
2
3 void main() => runApp(MyApp());
4
5 stlm
6
7 class StatelessWidget {
8   Widget
9   build(BuildContext
10  context) {
11    return
12    MaterialApp(
13      debugShowCheckedModeBann
14      er: false,
15      home: ,
16    );
17  }
18 }
```

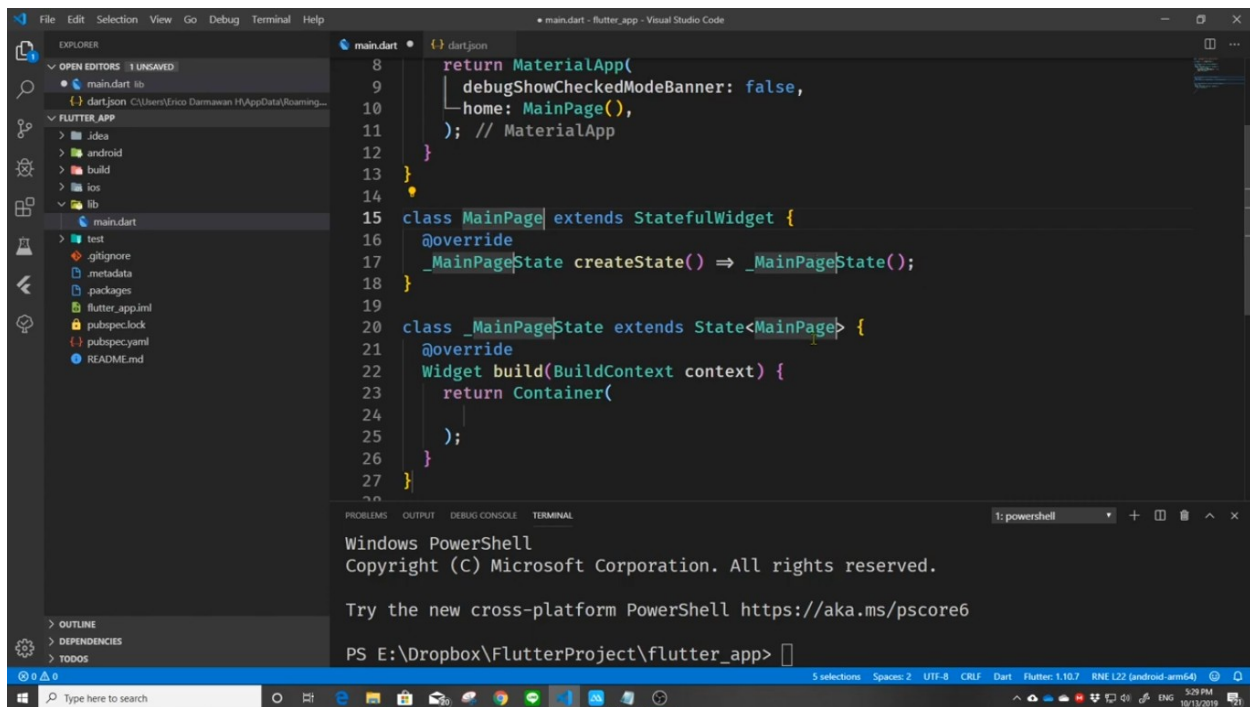
The bottom panel shows the Windows PowerShell terminal with the following text:

```
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PS E:\Dropbox\FlutterProject\flutter_app>
```

Maka sudah deh jadi
Untuk berikutnya selain buat snippet kita bisa juga buat seperti ini



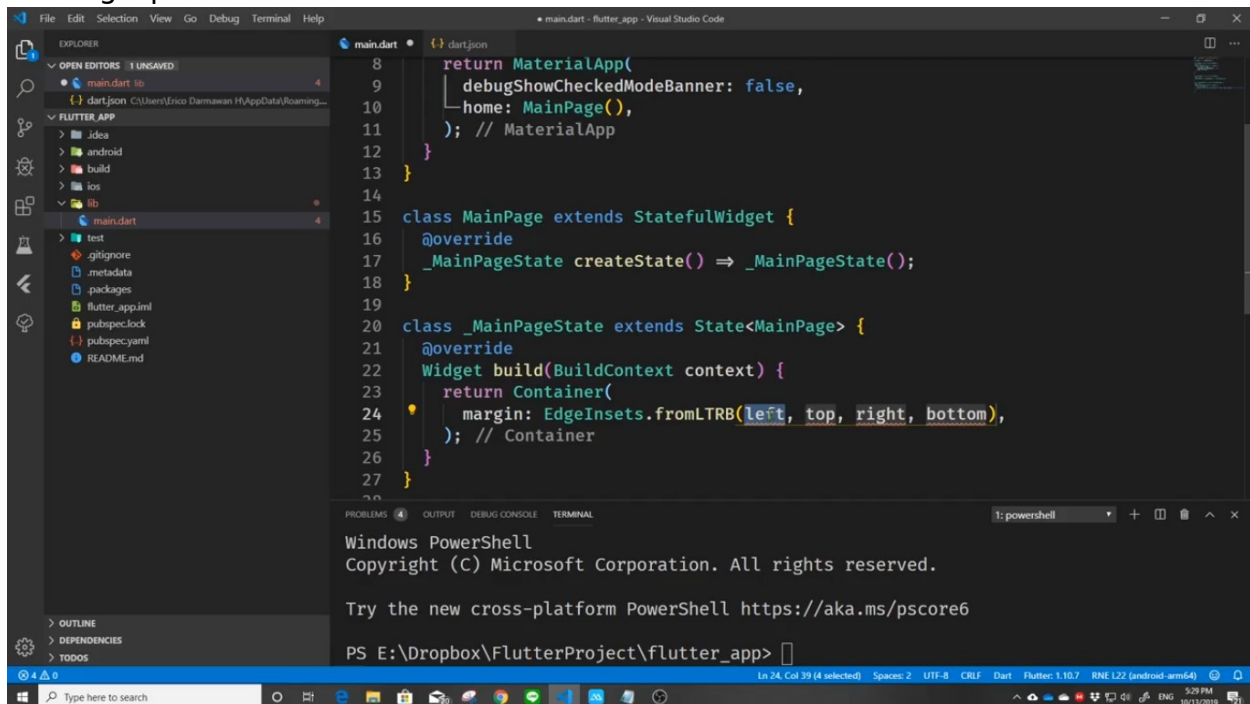
```
8      return MaterialApp(  
9        debugShowCheckedModeBanner: false,  
10       home: MainPage(),  
11     ); // MaterialApp  
12   }  
13  
14  
15   class MainPage extends StatefulWidget {  
16     @override  
17     _MainPageState createState() => _MainPageState();  
18   }  
19  
20   class _MainPageState extends State<MainPage> {  
21     @override  
22     Widget build(BuildContext context) {  
23       return Container(  
24         );  
25     }  
26   }  
27 }
```

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PS E:\Dropbox\FlutterProject\flutter_app>

Ini cursor ada 3 sesamaan
Ada lagi sperti ini ketika ditab diisi



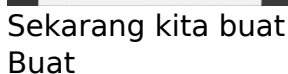
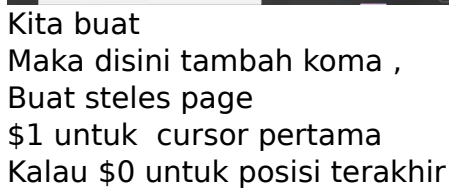
```
8      return MaterialApp(  
9        debugShowCheckedModeBanner: false,  
10       home: MainPage(),  
11     ); // MaterialApp  
12   }  
13  
14  
15   class MainPage extends StatefulWidget {  
16     @override  
17     _MainPageState createState() => _MainPageState();  
18   }  
19  
20   class _MainPageState extends State<MainPage> {  
21     @override  
22     Widget build(BuildContext context) {  
23       return Container(  
24         margin: EdgeInsets.fromLTRB(left, top, right, bottom),  
25       ); // Container  
26     }  
27   }  
28 }
```

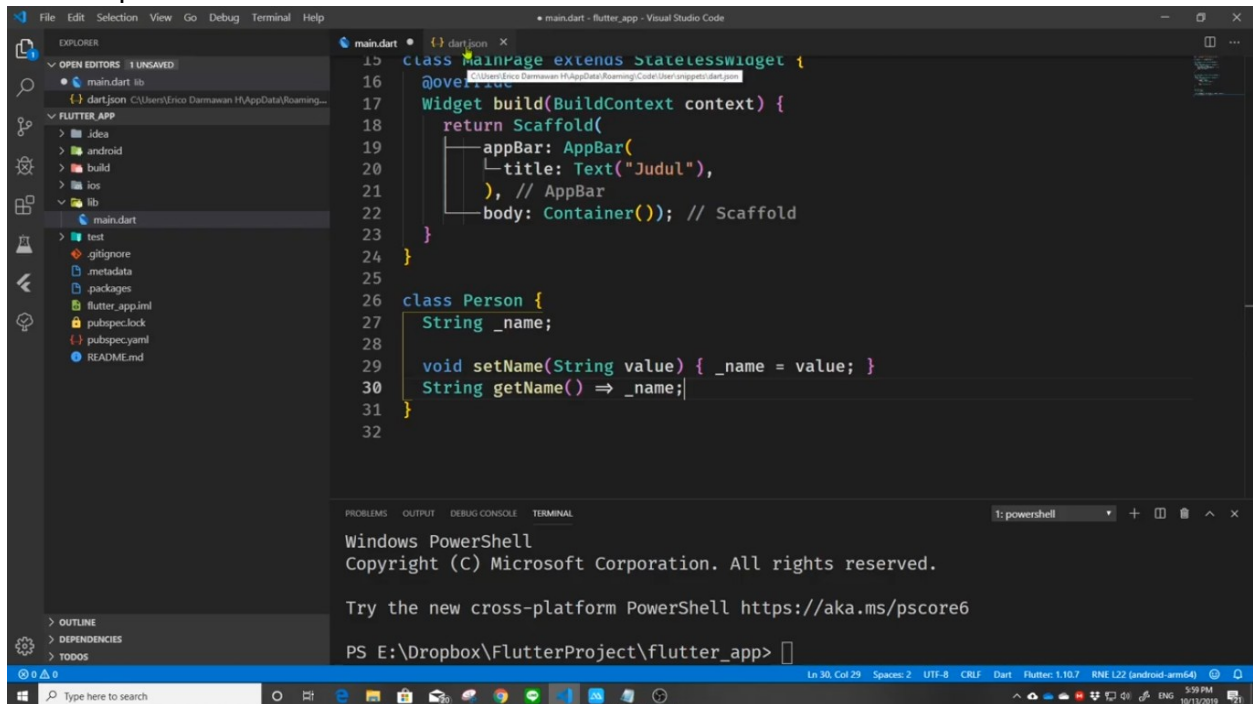
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PS E:\Dropbox\FlutterProject\flutter_app>

Contoh buat snipper untuk stl widget
Kita buat seperti ini dalam scaffold ada appbar setalh isi
Maka pindah ke body





Lalu ke json

The screenshot shows the Visual Studio Code editor with a Dart file named `main.dart` open. The code is as follows:

```

21   \tWidget build(BuildContext context) {",
22       "\t\treturn Scaffold(",
23         "\t\t\tappBar: $2,",
24         "\t\t\ttbody: $0",
25       "\t\t);",
26     "\t}",
27     "}"
28   ],
29 },
30 "Field Get Set":{
31   "prefix": "field get set",
32   "body": [
33     "${1:fieldName} _${2:fieldName};"
34   ]
35 }
36 }

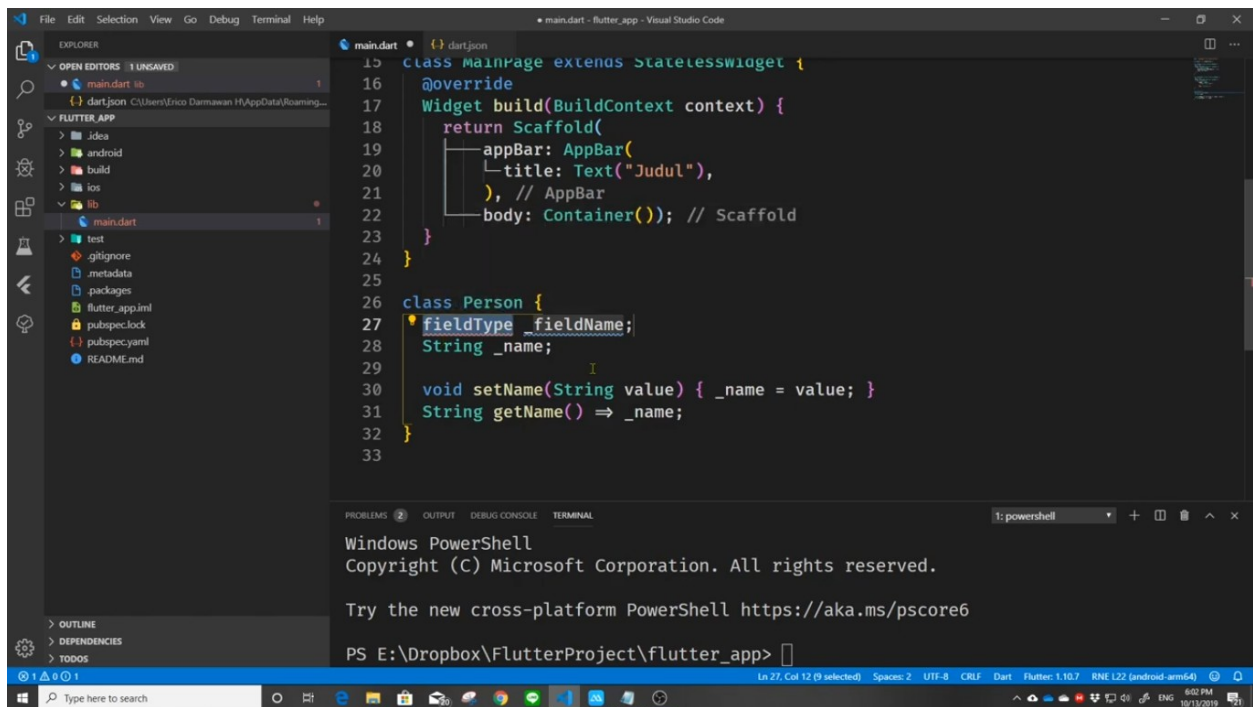
```

The terminal at the bottom shows the Windows PowerShell prompt, indicating the user is in the `E:\Dropbox\FlutterProject\flutter_app` directory.

Lalu buat seperti ini

The screenshot shows the Visual Studio Code interface for a Flutter project. The Explorer pane on the left displays the project structure, including files like main.dart, lib, and test. The main editor displays the content of main.dart, which includes a class MainPage extending StatelessWidget and a class Person. A code completion dropdown is visible for the Person class, showing options like field, get, set, FlutterLogoStyle, FocusHighlightStrategy, FocusHighlightMode, HeroFlightShuttleBuild, FocusManager, MultiFrameImageStream, OneFrameImageStreamCo, FadeUpwardsPageTransi, and FlexibleSpaceBarSetti. The bottom status bar shows the file path 'Ln 27, Col 6' and the Flutter version 'Flutter: 1.10.7'.

Enter



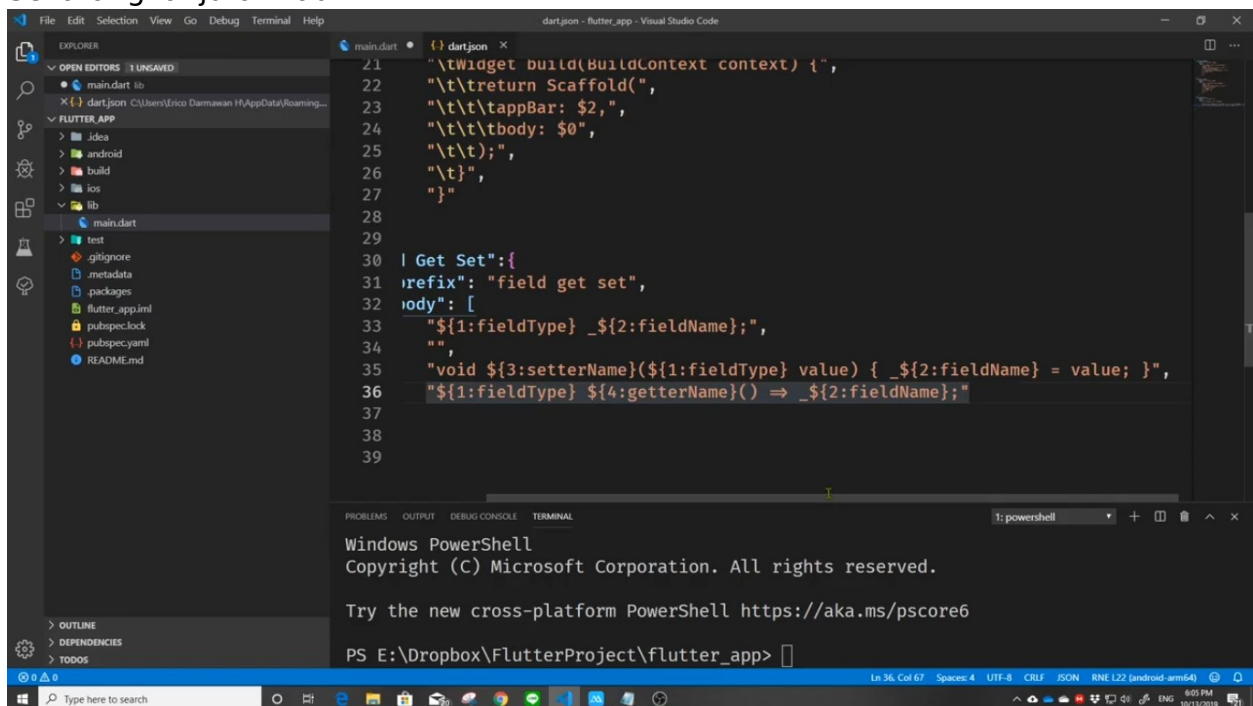
```
15 class MainRage extends StatelessWidget {
16   @override
17   Widget build(BuildContext context) {
18     return Scaffold(
19       appBar: AppBar(
20         title: Text("Judul"),
21       ), // AppBar
22       body: Container(); // Scaffold
23     );
24   }
25 }
26
27 class Person {
28   fieldType _fieldName;
29   String _name;
30
31   void setName(String value) { _name = value; }
32   String getName() => _name;
33 }
```

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PS E:\Dropbox\FlutterProject\flutter_app>

Paramter nya apa
Sekarang lanjutan tadi



```
21 "\Widget build(BuildContext context) {",
22 "\t\treturn Scaffold(",
23 "\t\t\tappBar: $2,",
24 "\t\t\tbody: $0",
25 "\t\t);",
26 "\t}",
27 "}"
28
29
30 | Get Set":{
31   "refix": "field get set",
32   "body": [
33     "${1:fieldType} ${2:fieldName};",
34     "",
35     "void ${3:setterName}(${1:fieldType} value) { _${2:fieldName} = value; }",
36     "${1:fieldType} ${4:getterName}() => _${2:fieldName};",
37   ],
38 }
39
```

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PS E:\Dropbox\FlutterProject\flutter_app>

Maka disini isa buat otomatis

